

# TURN SEQUENCE

- 1) ROLL FOR INITIATIVE  
Between two players, roll high/low.  
Among several players, roll dice for order.  
Winner has choice of going before or after other player(s).  
Adjustment to initiative roll cannot be greater than 3.
- 2) RENEWAL OF CONTINUING SPELLS
- 3) MOVEMENT  
Each figure moves and faces in order from initiative.
- 4) COMBAT - ORDER OF RESOLUTION
  - a) Pole weapon attacks that involved charges.
  - b) All normal actions.
  - c) Second missile fire.
- 5) FORCED RETREATS, SHOCK SHIELDS, and other "end of turn" effects.

# "READY" POSSIBILITIES

Characters may have ready:  
... a 2-handed weapon  
... a 1-handed weapon  
... a shield  
... a 1-handed weapon and shield  
... 2 1-handed weapons

Special cases:  
A molotail/grenade is a 1-handed weapon, but you need a torch to light it.  
A magic scroll is a 2-handed weapon.  
A gas bomb/explosive gem is a 1-handed weapon.

# SAVING THROWS TABLE

Dice	Min.	Success	Failure	Max.
2:	2	2	12	12
3:	3	5	16	18
4:	4	8	20	24
5:	5	11	24	30
6:	6	14	28	36
7:	7	17	32	42
8:	8	20	36	48
9:	9	23	40	56
+1	+1	+3	+4	+6



# ACTIONS

## ACTIONS FOR DISENGAGED FIGURES

- A disengaged figure may:
- 1) move more than half its MA and
    - a) take no action
  - 2) move up to 1/2 its MA and
    - b) CHARGE AND ATTACK
    - c) THROW any throwable weapon or JAB with a pole weapon
  - d) DODGE
  - e) DROP to kneeling or prone position
  - f) ATTEMPT HAND TO HAND COMBAT
  - 3) move up to 2 hexes and
    - g) READY NEW WEAPON, reslinging old weapon, or picking up dropped weapon in same hex
  - 4) move only one hex and
    - h) MISSILE WEAPON ATTACK
    - i) CAST SPELL
    - j) DISBELIEVE one figure
  - 5) stand still and
    - k) STAND UP
    - from prone or knocked-down position--no other action this turn
    - from crawling or kneeling position--may change weapons OR move up to 1/2 MA

## ACTIONS FOR ENGAGED FIGURES

- An engaged figure may:
- 1) shift one hex and
    - l) ATTACK with any ready, non-missile weapon
    - m) DEFEND
    - n) CHANGE WEAPONS dropping current ready weapon
    - o) ATTEMPT HTH COMBAT
    - p) CAST SPELL
    - q) DISBELIEVE
    - r) DISENGAGE
  - 2) stand still and
    - s) LAUNCH LAST MISSILE ATTACK
    - t) STAND UP
    - u) PICK UP WEAPON

## ACTIONS FOR FIGURES IN HAND TO HAND (HTH) COMBAT

- A figure in HTH combat may:
- v) HTH ATTACK
  - w) ATTEMPT TO DRAW DAGGER
  - x) ATTEMPT TO DISENGAGE
  - y) ATTEMPT TO CAST SPELL
  - z) ATTEMPT TO PIN Foe

# DX ADJUSTMENT

Type	Dexterity (DX) Adjustment		Type	Dexterity (DX) Adjustment	
	for fighter	for wizard		for fighter	
<b>Armor:</b>					
cloth	-1	-1	HTH Combat Bonuses		
leather	-2	-2	Automatic	+4	
			Casting spell	-6	
chainmail/iron	-3	-7	Normal Combat Bonuses		
half plate	-5	-9	striking from behind	+4 (not missiles)	
full plate	-6	-10	striking from side	+2 (not missiles)	
fine plate	-4	-8	pole weapon set vs charge	+2	(attacker didn't move)
			attacking upward	-2	
chainmail/silver		-3	attacking downward	+2	
half plate		-5			
full plate		-6	(two hex) jab combat bonuses:		
fine plate		-4	pike	-2	
<b>Shield:</b>					
small	-0		Thrown Combat Bonuses		
spike	-0		range	-1/hex	
large	-1		hobbit attacker	+3	
tower	-2		striking from behind	+4	
			striking from side	+2	
<b>Attacker's Status</b>					
striking with two weapons w/o Two Weapons	-6		Dagger Marksmanship	-6	
striking with two weapons	-4		Sha-ken		
striking with cestus-fists (2)	-3		1	-0	
using main gauche as shield	-1		2-3	-2	
dazzle spell	-3		4-6	-4	
took 5 or more hits since last action	-2		7-9	-6	
doesn't have appropriate talent	-4		10-12	-8	
rope spell	-2				
		-1/turn	<b>Missile Combat Bonuses:</b> range -1/each full 6 hexes		
<b>Attacker's Environment</b>					
in Shadow hex	-6		hobbit attacker	+3	
in Fire hex	-2		attacker half hidden	-2	
in water over knees	-6		target half hidden or		
<b>Attacker vs Target</b>					
Flying			target prone/kneel behind		
thrown/creation spells	-0		body	-4	
either flying	-4		target has only head/shoulders	-6	
both flying	-4 (not -8)		crossbow on support	+2	
			crossbow prone	+1	
<b>Intermediate Environment</b>					
Each Shadow hex	-6		5 megahexes/1 mega-		
			megahex	-1	
			each additional	-1	
<b>Target's Environment</b>					
in Shadow hex	-4		<b>Range</b>		
			Count distances in hexes, attacker is 0.		
<b>Target's Status</b>					
Invisible	-6		<b>Missiles:</b> divide by 6, discard fractions		
Blurred	-4		<b>Bombs:</b> divide by 3, discard fractions		
Snake	-3		<b>Thrown:</b> divide by 1		
Multihex (missiles/thrown)	+4 maximum		<b>Range adjustment does NOT apply</b> when your		
Add'l clear hexes	+1/hex		attack occurs within attack phase; it only affects		
Addition w/roll to miss	+½ hexes		your die roll.		

# TIME REQUIRED (ACTIONS)

Number of Turns	Action
6	search for hidden trap, door, etc.
12	attempt to remove trap
1	spring a trap
1	ready, light, and throw molotail (torch must be ready)
2	remove backpack
6	get item out of backpack (not the one on your back)
6	light a torch
1	kill a helpless figure
1	ask a question or say something

Note: 12 turns equals 1 minute



# REACTIONS

Die Roll	Kind of Reaction
1	hostile
2	unfriendly
3	neutral
4	neutral
5	friendly
6	very friendly

Note: modifier may never be more than 3.

# REACTION TO INJURIES

Strength (ST)	Hits Taken to Get -2DX	Hits Taken to Fall	Strength to Fall
Normal			
1-9	0	0	0
10-29	5	8	1
30-49	10	16	2
50-69	15	24	3
70-89	20	32	4
90-109	25	40	5
each +20	+5	+8	+1

See ADVANCED MELEE, page 18. When a fall down result occurs during combat, the target must lose one action phase and one movement phase.

# SAVING THROWS

Save needed:	Roll:	If you have:
ambush	3vsIQ 3vsIQ 2vsIQ	Naturalist Alertness combined
animal, befriend	3vsIQ	Animal Handler
berserk	3vsIQ	
boat, tipping over	4vsDX auto	Boating
climbing walls	4vsDX 2 less 1 less	Climbing Path
rope	2vsDX 2 less	Climbing
easy slopes	3vsDX 2 less	Climbing or Acrobatics
Control, avoiding	3vsIQ	
copying a magic book (per page)		
obvious mistake	3vsDX	
hidden mistake	2vsIQ	
demon, for wish	3vs (IQ difference)	
disbelieve	3vsIQ	
door		
crowbar	3vsST 1 more	per Lock
and fall down	3vsDX	
kick open	5vsST 1 more	per Lock
and so thru	4vsDX	
drown	4vsDX 2vsDX auto	Swimming Diver
Elemental keep escape	5vsIQ 3vsIQ (of 8)	
Followers	4vsIQ 1 more 2 more	New Followers different race hostile race, Diplomacy
forced retreat, no room	3vsDX	
gas bomb		
avoid tossed	4vsDX	
avoid breaking	3vsDX	
Geas	4vsIQ	
grenade, concussion	3vsST	
Hand-to-Hand disengage	4vsDX	
horse		
fall off during battle	3vsDX	(ITL, pg 12)
jump off	5vsDX 3vsDX 2vsDX 3vsDX	Horsemanship Expert Horsemanship
mount	3vsDX 2 less	Horsemanship
panic		
avoid panic	3vsIQ 2vsIQ	Horsemanship
remain on	4vsDX 3vsDX	Horsemanship
regain control	5vsIQ 3vsIQ	Horsemanship
unseat a rider	6vsST +DX	
Magic Trip trip	3vsMAX (ST, DX)	
molotail		
disarm	3vsDX	
avoid being soaked	4vsDX	

Save needed:	Roll:	If you have:
Notice		
ambush	3vsIQ	Alertness
contact poison	5vsIQ (as trap)	
gate	6vsIQ	
Glamour	none	
hidden creature	4vsIQ	Mage Sight
invisible creature	4vsIQ	Acute hearing
mimic	4vsIQ	Acute hearing
poisoned food/drink	2vsIQ 3vsIQ	animals
	1 less auto	double dose triple dose
	1 less	Chemist or Alchemist or animal
trap	1 less 2 less 2 less	Alertness Detect Traps both
unnoticeability	4vsIQ 1 more 1 less 1 less	in battle Alertness Acute Hearing
weapon is magic	3vsIQ	Armourer
open tunnel, avoiding	4vsDX	
outguess enemy	5vsIQ	Tactics
person, befriend	see Charisma (ITL, pg 13)	
petard, disarm	4vsDX	
pick a pocket	5vsDX 3vsDX 1 less	Thief distraction arranged
pin, breaking	4vsST	
recognize spell	5vsIQ 1 more	per spell's IQ above reader's
remove rope net lasso	3vsDX 3vsDX 3vsDX	
remove poison sac	3vsDX auto	Naturalist or Vet
resuscitation	4vsIQ 1 less 2 less	Diving also Physicker Master Physicker
run		
on broken ground	3vsDX -2	
in dark	3vsDX	
both	4vsDX	
scroll, glancing at	4vsIQ	(AW, pg 8)
Slippery Floor	3vsDX	
Spellsniffer to notice to analyze	3vsIQ 4vsIQ	(lie if fail)
sweep lance	3vsST	
Traitwister, see through	4vsIQ (leader only)	
trap		
avoid	1 less	Detect Trap
To notice	1 less 2 less 2 less	Alertness Detect Traps both
Universal Solvent, avoid	5vsDX	
Word of Command, ignore	5vsIQ	

## HEARING NOISE

Distance in Megahexes	Type of Noise
1	group trying to be silent and not moving
5	group not moving
10	group walking
15	group running
30	battle
Adjustment in Megahexes	Special Situations
+5	more than 5 figures in group
+5	no leader (arguing, goofing-off, etc.)
-5	single figure
-5	through a door
-5	shaft hex
+5	listening

## WEIGHT OF CHARACTERS

Figure Type	Wt. in kg
Small-sized	40
Normal-sized	70
Dwarf	85
Large-sized	140
Gargoyles	160
2-hex figure	500
3-hex figure	800

In general, ST times ST divided by 2 for 1-hex figure.

### Special Load Situations

When swimming, character may carry his ST in kg. (Dwarves may carry 2 times their ST.)

### Pulled load

100 times ST...for pack animals

### Sustained load, walking

5 times ST...for characters  
10 times ST...for dwarves  
5 times ST...for pack animals  
4 times ST...for fliers

FLIERS can carry a load 6 times their ST in kg. Flight Spell can carry a character and 50 kg (per hex of the figure.)

### Lift

8 times ST...for fliers  
(lose 20% ST per 2 minutes)  
7 times ST...for characters  
(-1 ST per 2 minutes)

## SPECIAL ACTIONS

A mounted figure that is disengaged may:

- 1) move more than half its MA and
  - a) take no action
  - b) JUMP OFF (make DX roll to avoid injury)
- 2) move up to half its MA and
  - c) CHARGE AND ATTACK
- 3) move up to 2 hexes and
  - d) MOUNT (becoming a mounted figure)
- 4) stand still and
  - e) DISMOUNT (figure may move up to 2 hexes after dismounting)

A mounted figure that is engaged may:

- 1) shift one hex possibly trampling a downed foe and
- f) ATTACK

Most normal actions are available to a mounted figure under the same restrictions as an unmounted figure.

# MOVEMENT

- 1) Hand to Hand (HTH)  
No movement allowed
- 2) Engaged (any posture)  
Shift one hex maximum  
Must remain adjacent to any  
engaging enemies
- 3) Prone/Crawling  
Each hex crawled counts as  
half MA
- 4) Kneeling  
No movement allowed
- 5) Standing  
May move up to full MA
- 6) Flying  
May move up to full flying  
MA

You may switch between prone and crawl without penalty (for playing purposes, the positions are identical).

Dropping to a crawl posture costs nothing.

You may rise from a prone/crawl posture to a kneeling/standing posture during movement. It costs your full MA.

Entering a hex with a body/prone figure requires a 3vsDX or fall.

Jumping a hex with a body/prone figure costs 1 MA extra.

Running (moving over half MA) over broken ground requires one roll of 3vsDX-2 once; if fail, then roll to determine where figure falls.

Grabbing a dropped weapon/object costs 3MA or a 3vsDX.

Fliers taking off use half their MA doing so.

## WALKING/RIDING

Kilometers/Day	Terrain
48	by primary road
36	by secondary road
24	by tertiary road
24	across open country
24	light woods
12	rough terrain
12	heavy woods
6	swamp
6	mountains

## FLYING

Kilometers/Day	Flyer Type
192	Dragon-7
144	Pegasus, Gryphon, Dragon-4
96	Magic Carpet, Flight spell Gargoyle, Dragon-2, Bird

## SAILING

Kilometers/Day	Direction of Travel
48	boat going downstream
18	boat going upstream



# ROLLING TO HIT

Die Roll	Result
3	All weapons: triple damage Missile spells: triple damage Thrown spells: automatic hit Creation spells: automatic hit Special spells: as appropriate for spell
4	Same as for 3 above, but double instead of triple
5	Automatic hit
6-15	If less than your DX, then you hit If equal to your DX, then you hit If more than your DX, then you missed
16	Weapons: automatic miss Missile spells: target missed, spell continues Thrown spells: 1 ST, no effect Creation spells: 1 ST, nothing shows up Special spells: 1 ST, no effect
17	Bare hands/animals: take a die of damage All weapons: you dropped your weapon Missile spells: if first roll then full ST and spell didn't work, else spell stops Thrown spells: 1 ST, no effect Creation spells: 1 ST, nothing shows up Special spells: as appropriate for spell
18	Bare hands/animals: take a die of damage All weapons: if first roll, then shooter breaks, otherwise projectile breaks Missile spells: if first roll then full ST & you fall down, otherwise spell stops



# ROLLING TO MISS

Die Roll	Result
3	Automatic miss
4-13	If less than your DX, you missed.  If equal to your DX, you missed.  If more than your DX, full damage if figure is a friend. If not a friend, attack stops/weapon drops.
14	Automatic hit
15	Hit and double damage
16	Hit and triple damage
17	Drop weapon
18	Weapon breaks

To miss a figure with unarmed combat skill or a dodging/defending figure: If normally rolling 4 dice to hit, roll two dice. 11 is an automatic hit; 12 is treated as 18. If normally rolling 5 dice or more, then you automatically miss.

When rolling a 17 or 18, the first such roll determines the attacker's result. If a 17 or 18 comes up after the first roll, it effects the attack only, not the attacker.

# EXPERIENCE

## EXPERIENCE TABLE

Attribute Total	Points Needed
-36	125
37-40	250
41-45	1000
46-50	3000
51-55	5000
each 5 additional	previous EP X 2

## REVISED EXPERIENCE TABLE

Attribute Total	Points Needed
-35	125
36-39	250
40-43	500
44-47	1000
48-51	2000
each 4 additional	previous EP X 2

# SPECIAL DX ADJUSTMENTS

## Talents DX Adjustment

Engaging in combat while riding	
For non-horseman	-3
For Horseman	-1
For Expert Horseman	0
Unmounted 1-hex figure attacking rider or mount	-2
If mount/rider is flying	-4
Grounded pike vs. mounted enemy	+2
Pike used against foe only 2 hexes away	-2
Scroll spell cast from horseback	-1
Magical rod used from horseback	
For non-horseman	-3
For Horseman/Expert Horseman	-1
Using any weapon from horseback	
For non-horseman	-3
For Horseman	-1
For Expert Horseman	0



# BUYING AND SELLING

Determine fair market value in \$ and count digits.

Mods:

- +1 if in a town
- +0 if in small city
- 1 if in large city

If less than 5, make it 5

Roll vs IQ (-2 if doing nothing but look for up to 3 items)

If found: (reaction)

- 6 friendly, 3/4 normal price
- 5 friendly, normal price
- 4 neutral, +10%
- 3 neutral, +25%
- 2 hostile, double price
- 1 forget it

## SELLING VALUABLE ITEMS (IN CITY)

Reaction:

- 6 desperate, triple
- 5 wants it, double
- 4 3/2
- 3 4/3
- 2 +10%
- 1 normal price only

Certain items like Bound-Demons and Charm will have additional adjustments.

# COST LIST

ITEM	COST
Backpack	\$40
Belt pouch	\$5
Book (or similar object)	?
Cart	\$100
Clothing: upper-class	\$200
middle-class	\$50
lower-class	\$10
200 Coins or large gems	?
Collapsible 2-m pole	\$5
Crowbar	\$10
Gas bomb	\$1
Labyrinth kit	\$30
Lantern	\$20
Miner's pick	\$50
Molotail	\$20
Physicker's chest	\$50
Rations	\$5
100-m rope	\$20
10-m rope ladder	\$50
Saddle and bridle	\$50
Scroll (or similar object)	?
Torch	\$1
Waterskin-1 liter	\$3
Wine	\$2
Wizard's chest	\$2,500
MAGIC ITEM	PRICE
Avert	\$2,000
Blur	\$3,000
Clumsiness (-1)	\$1,000
Confusion (-1)	\$1,000
Dazzle Gem	\$250
Detect Enemies	\$6,000
Detect Life	\$4,000
Detect Magic	\$5,000
Drop Weapon	\$500
Fireball rod (1 point)	\$2,000
Fireproofing	\$5,000
Flight	\$10,000
Gems: Summon Wolf or Myrmdon	\$500
Increase one Attribute (+1)	\$2,000
Invisibility	\$6,500
Iron Flesh	\$16,000
Knock	\$1,000
Light	\$500
Lightening-bolt rod (1 point)	\$5,000
Lock	\$500
Magic Fistrod (1 point)	\$1,000
Mage Sight	\$6,000
Reverse Missiles	\$5,000
Rope	\$1,000
ST battery (5 points)	\$5,000
Serpent Torc	\$2,000
Shock Shield	\$5,000
Silent Movement	\$2,000
Slow Movement	\$500
Speed Movement	\$1,500
Stone Flesh	\$4,000
Summon Bear/Gargoyle	\$1,000
Summon Giant/Small	\$2,000
Trip	\$1,000
Weakness (-1)	\$1,000
Weapon/Armor Enchantment (+1)	\$1,000
POTIONS & POISONS	COST
Acute Hearing	\$250
Berserker Potion	\$200
Contact Poison	\$2,500
Corrosive	\$500
Dark Vision	\$500
Decrease DX	\$80
Decrease ST	\$100
Decrease IQ	\$200
Fear	\$150
Fireproofing	\$250
Fish Poison	\$250
Flight	\$1,200
Gunpowder	\$100
Healing	\$150
Increase DX	\$600
Increase IQ	\$600
Increase ST	\$450
Insect Poison	\$150
Invisibility	\$1,500
Mammal Poison	\$250
Plant Poison	\$200
Pyrotic Ability	\$500
Reptile Poison	\$100
Revival	\$65,000
Simple Poison	\$120
Sleeping Potion	\$150
Slime Poison	\$50
Smell-Heightening Potion	\$200
Speed	\$1,000
Telekinesis	\$500
Telepathy	\$1,500
Treasure-Smelling Potion	\$250
Universal Antidote	\$2,500
Universal Solvent	\$2,000
Water Breathing	\$500
Weapon Poison	\$200
Youth	\$40,000



## PECULIAR WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Quarterstaff†	1 + 2	11	\$20	1.5	
Net*	1 - 3	10	\$40	1	
Cestus	(Notes)	—	\$20	1	Damage depends on ST
Whip	1 - 1	8	\$30	.5	
Lasso*	Varies	8	\$10	.5	
Boomerang*	2	11	\$20	1.5	
Nunchuks	1 + 1	8	\$35	2	
Spear Thrower	+2	(Notes)	\$15	1	ST for spear thrown
Blowgun†	See Poison	any	\$15	.5	
20 Darts	See Poison	—	\$10	.1	
Torch	(Notes)	—	\$1	.5	See FIRE AS A WEAPON
Table, Chair, etc.*?†?	—	—	—	—	GM's discretion . . .
Wizard's Staff	1	—	—	—	See under MAGIC, or STAFF spell. Weight depends on size; a wand is almost weightless, while a true staff might weigh 1.5 kg or even more. A Staff of Power does 2 dice damage.
Molotail*	—	any	\$20	1	See FIRE AS A WEAPON.
Gas bomb*	—	any	varies	1	See POTIONS; GAS BOMBS
Bola*	—	9	\$15	.5	See BOLA
Sha-ken*	1 - 2	any	\$ 3	.05	See SHA-KEN. A pouch of 12 weighs .7 kg.
Arquebus†	3 + 3	—	\$500	6	See GUNPOWDER WEAPONS
Blunderbuss†	1 + 2	—	\$200	2	See GUNPOWDER WEAPONS
Grenade	(Notes)	—	\$600	1	See Gunpowder Bombs
Petard	(Notes)	—	\$2500	6	See Gunpowder Bombs
Gunpowder (1 charge)	—	—	\$100	—	See Potions

## ARMOR AND SHIELDS

Type	Hits stopped	DX-	Cost	Wt (kg)	MA	Notes
Cloth Armor	1	-1	\$50	7	10	See Armor and Shields. These are weights and costs for HUMAN-sized figures. For other figures, see Armor Weights and Costs.
Leather Armor	2	-2	\$100	8	8	
Chainmail	3	-3	\$200	15	6	
Half-plate	4	-5	\$300	20	6	
Plate Armor	5	-6	\$500	25	6	
Fine Plate	6	-4	\$5,000	25	6	
Pack on Back	1	-1 or -2	Varies	—	—	Stops 1 hit from rear only
Small Shield	1	0	\$30	5	—	See Armor and Shields
Spike Shield	1	0	\$40	6	—	If used as 2nd weapon, does 1 - 2 damage, DX -4.
Large Shield	2	-1	\$50	10	—	
Tower Shield	3	-2	\$70	15	—	
Main-Gauche	1	-2/-4	\$20	.3	—	See Main-Gauche

\* — This weapon may be thrown — see THROWN WEAPONS.

† — This is a two-handed weapon. If the fighter has a shield, it must be slung on his/her back while the weapon is ready.

The DX- for various kinds of armor and shields are for figures of normal ST. Figures with very great ST (18 or over) can use armor and shields with less difficulty.

All the costs given above are for normal weapons. Finely-made or enchanted weapons (q.v.) will have special properties. Weapons and armor made of silver, instead of iron, are available. Such equipment is necessary for wizards who wish to fight without an extra DX-

Silver weapons and armor cost 10 times as much as ordinary ones. They weigh the same, do the same damage, and require the same ST to use. If a weapon has ANY metal parts, they must be of silver for a wizard to use that weapon without injuring his magical abilities.

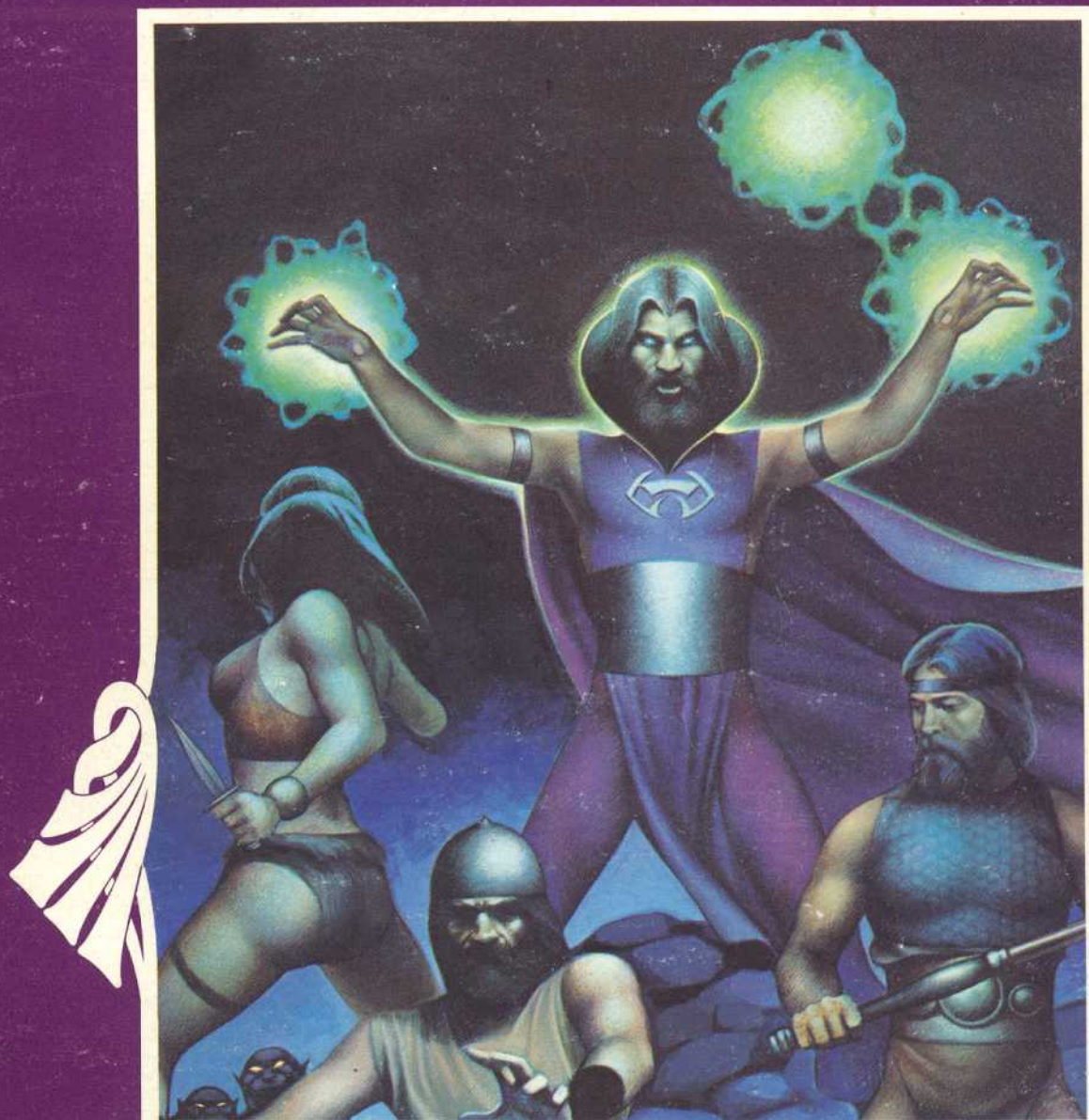
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# Fantasy Masters' Screen™



The Fantasy Trip™



### SWORDS

	Damage	ST	Cost	Wt (kg)	Notes
Dagger*	1 - 1	—	\$10	.1	See Combat with Daggers. etc.
Rapier	1	9	\$40	.5	
Cutlass	2 - 2	10	\$50	1.5	
Shortsword	2 - 1	11	\$60	2	
Broadsword	2	12	\$80	2.5	
Bastard Sword (1 hand)	2 + 1	13	\$100	3.5	
Bastard Sword (2 hands)†	3 - 2	13	\$100	3.5	
2-handed Sword†	3 - 1	14	\$120	5	
Great Sword†	3 + 1	16	\$150	7	

### AXES/HAMMERS/MACES

	Damage	ST	Cost	Wt (kg)	Notes
Club*	Varies	—	\$10	1.5 and up	See Clubs
Hatchet*	1	9	\$15	1	
Hammer*	1 + 1	10	\$25	2	
Mace*	2 - 1	11	\$40	3	
Small Ax*	1 + 2	11	\$30	2.5	
Military Pick	2	12	\$60	4	
Morningstar	2 + 1	13	\$100	6	
Great Hammer†	2 + 2	14	\$110	8	
Battle Axe†	3	15	\$130	10	

### MISSILE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Thrown Rock	1 - 4	—	—	.3	
Sling	1 - 2	—	\$2	.5 (including rocks)	
Small Bow†	1 - 1	9	\$20	2	2 shots/turn, if adjDX = 15+.
Horse Bow†	1	10	\$30	2	2 shots/turn, if adjDX = 16+.
Longbow†	1 + 2	11	\$40	2	2 shots/turn, if adjDX = 18+.
Light Crossbow†	2	12	\$50	3	Fires every other turn, or every turn if adjDX = 14+.
Heavy Crossbow†	3	15	\$80	5	Fires every 3rd turn, or every other turn if adjDX = 16+.
Arrows (20)	—	—	\$20	.5	
Crossbow Quarrels (20)	—	—	\$20	.5	
Sling Pellets (20)	—	—	\$2	.5	
Cranequin	—	8	\$30	1	Used to cock a crossbow — (q.v.).

### POLE WEAPONS

	Damage	ST	Cost	Wt (kg)	Notes
Javelin*	1 - 1	9	\$20	1.5	1½ meters; too short to make a 2-hex jab.
Spear*	1	11	\$40	3	2-2½ meters
Spear (2 hands)*†	1 + 1	11	\$40	3	2-2½ meters (sometimes much longer)
Halberd†	2	13	\$70	8	2-2½ meters
Pike Ax†	2 + 2	15	\$100	10	2½-3 meters
Trident*	1	10	\$30	2	1½ meters; too short for 2-hex jab.
Naginata†	1 + 2	10	\$65	4	2 meters
Cavalry Lance	3 - 1	13	\$100	9	3½-4½ meters. Useable only by mounted figures — see MOUNTED COMBAT.
Pike†	2 + 1, OR as a spear.	12	\$50	6	5 meters. Normally only used, grounded, vs. cavalry — see MOUNTED COMBAT.

### DAMAGE BASED ON STRENGTH

Strength (ST) / Damage: 1-8 / 1-4   9-10 / 1-3   11-12 / 1-2   13-14 / 1-1   15-16 / 1   17-20 / 1+1  
 21-24 / 1+2   25-29 / 1+3   30-39 / 2+1   40-49 / 3+1   50-59 / 4+1   +10 / +1+0

Any Combat: wizard/+0, fighter/+1  
 HTH Combat: UC1/+1, UC2/+2, UC3/+3, dagger/+2, cestus/+2  
 Regular Combat: club (1h)/+2, club (2h)/+3